

# SAVAGE DRAGON AGE

## A MINIMALIST CONVERSION

This fan work is by Jim Alcala Sales of [ExplodingDice.com](http://ExplodingDice.com).

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This work assumes you are using the Savage Worlds Deluxe edition rules.

World Info – the best place to find information about Thedas is this [Wiki](#). Alternatively to browsing the wiki is to Google. **Example:** Google “dragon age dwarves” to find out all about dwarves in Thedas.

## RACE

### ELF

**Strong Will:** start with d6 Spirit  
**Affinity for Magic:** +5 Power Points  
**Outsider:** Outsider Hindrance

### DWARF

**Fadeless Dreams:** Arcane Resistance Edge

### HUMAN

As per Savage Worlds.

### KOSSITH (QUNARI)

**Big:** all Kossith begin with d6 Strength  
**Follower of Qun:** Vow Hindrance (Minor)  
**Tool of Qun:** Trademark Weapon Edge

## HINDRANCES

The Doubting Thomas Hindrance is not used.

### NEW HINDRANCE

#### Tainted (Major)

You have been tainted by the blight. You have -2 penalty to Stealth rolls vs darkspawn. Check twice as often for encounters when traveling in blight areas.

## EDGES

The only Arcane Background edge used in this setting is the Arcane Background (Magic) Edge.

The **Soul Drain** Edge becomes **Blood Magic**. The only difference is that Blood Magic is easier than Soul Drain. The user of this dark art does not take a penalty to the spirit roll equal to the number of

points needed. All of the powers of a Blood Mage have a dark and sinister trapping. Blood Mages gain the Wanted (Major) hindrance.

### Grey Warden (New Professional Edge)

**Requirements:** Novice, Spirit d6+, Strength d6+, Vigor d8+, Fighting d8+  
The Grey Warden is sensitive to darkspawn and gains the Danger Sense Edge when darkspawn are involved. A Grey Warden also has +2 to damage and +2 to toughness when suffering damage from darkspawn, whether directly or from spells. A Grey Warden gains the Tainted Hindrance.

### Templar (New Professional Edge)

**Requirements:** Novice, Spirit d8+, Strength d6+, Vigor d6+, Fighting d8+  
**Cleanse:** A Templar has a special power that in all ways acts as the Dispel power. A Templar may use Cleanse a number of times per day equal to one third their Spirit die. The Templar uses his Spirit die to oppose the Arcane skill roll.  
**Holy Smite:** A templar can also drain Power Points from a magic using opponent with a successful Fighting roll. This can be done a number of times per day equal to one third their Spirit die. This is declared before the attack roll is made. On a successful Fighting roll the Templar drains 1 power point or 2 with a raise.

**Lyrium Addiction:** The Templar gains the Habit (Major) Hindrance.

**Thief** is called **Rogue**.

**Wizard** is called **Mage**.

**Woodsman** is called **Ranger**.

**Healer** is called **Spirit Healer**.

## GEAR

Medieval gear is used in this setting (No Rapiers or Katanas).

### NEW GEAR

#### Lyrium Dust\* (cost \$10)

Consuming Lyrium dust allows a mage to recover 2 power points.

#### Lyrium Potion\* (cost \$25)

Consuming Lyrium dust allows a mage to recover 4 power points.

**\*Diminishing Returns:** Additional doses of either form of Lyrium within one hour are half as effective. This is cumulative.

## SETTING RULES

Multiple Languages rule is used. Everyone starts with the Common Tongue except Kossith. Available languages: dwarven, elven, human, kossith (qunarin) and the Tevinter Imperial language.

## MAGIC

### MAGIC STAVES

Mages may bond a spell to a staff. They must decide how many Power Points they want the power to use. They lose double that many Power Points until they remove the power from the staff. Binding a spell to a staff takes ten minutes and requires a successful Magic skill roll.

A mage may remove a bonded spell from a staff as an act of will if they are the one that bound it at any range. A binding is severed if the staff is destroyed. A mage may only use a spell bound in a staff that she bound herself. It takes ten minutes and a successful Magic skill roll at a -2 penalty to remove someone else's bonded spell from a staff.

A mage may use their staff bonded spell, using their magic skill roll as normal but there is no power point cost.

**Example:** A mage binds the Bolt power with cold trappings (cold damage) with 2 Power Points. The Cold Staff can now be used to fire (using the mage's Magic skill) one bolt per round for 3d6 damage at no Power Point cost to the mage. The mage's total Power Points until the spell is removed from the staff are reduced by 4.

### TRAPPINGS

When a power is chosen, trappings for it must also be chosen. The same power with different trappings is considered two different spells.

The following powers are considered Blood Magic: *Fear, Puppet, Zombie*.

## BESTIARY

Nearly everything you need is already in the Savage Worlds Deluxe edition. Simply change the trappings of existing monsters to fit what you need. Darkspawn have the Hardy special ability.

*Examples: A Genlock is easily represented by a Goblin with the Hardy Edge. A Hurlock Berserker is an Orc with the Hardy special ability and the berserk edge. An Ogre is a regular Ogre with the Hardy special ability and is a Wild Card.*

